Ruko®

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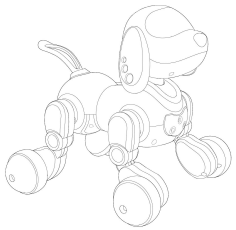
Ruko® RC TOYS

3+ for ages

# User Manual

v2.0



# 18011

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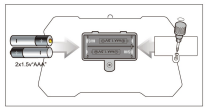
## 1. Remote Control Battery Explanation

**Batteries installation in the transmitter:**

- Use a screwdriver to open the battery compartment cover on the controller.
- Insert 2 x 1.5V 'AAA' batteries into the compartment.
- Replace the cover and tighten it with a screw.




## 2. Battery Warnings

- Use alkaline batteries recommended.
- Only use the recommended battery type.
- Do not mix new and used batteries, or combine different types (alkaline, standard carbon-zinc, or rechargeable nickel-cadmium).
- Charging should only be performed under adult supervision.
- Ensure the supply terminals are not short-circuited.
- Batteries must be inserted with the correct polarity.
- Exhausted batteries must be removed from the toy.

This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:
-- Reorient or relocate the receiving antenna.
-- Increase the separation between the equipment and receiver.
-- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
-- Consult the dealer or an experienced radio/TV technician for help.

This device and its antenna(s) must not be co-located or operation in conjunction with any other antenna or transmitter.

Radiation Exposure Statement
The device has been evaluated to meet general RF exposure requirement in portable exposure condition without restriction.



23) GESTURE RECOGNITION:
Make gestures in front of the dog's chest sensor to control it to turn left, right, move forward or backward.

24) PRESS THE HEAD
A. Short press the robot dog's head to stop its current action and trigger one of 5 random actions.
B. Long press the robot dog's head to turn it on or off.

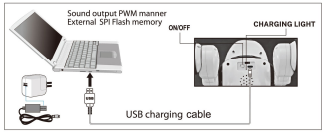

⚠ Note: The robot dog color depicted in this manual is for reference only. The actual product color shall be determined by the physical item delivered.



- Remove the batteries from the controller if it is not used for a long time.
- Do not expose the batteries to extreme heat or place them in a fire.
- Do not immerse the batteries in water, and keep the batteries in a cool dry environment.
- Please keep this information for future reference.

## 3. Electric Dog Charging

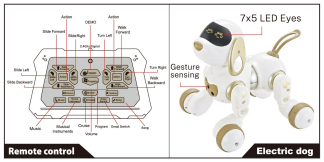



**Batterise installation in the dog:**

- Insert the USB charging cable in the correct direction and connect it to a 5V charging adapter.
  Note: A USB-C to USB-C cable will not work for charging.
- The dog cannot be powered on while charging.
- Charging takes about 3 hours. The indicator light stays on while charging and turns off when fully charged.
- If the dog doesn't respond after being turned on, charge it for at least 30 minutes before trying again.
- Turn off the power switch when not in use to avoid unnecessary battery drain.






## 4. Function Description

1) POWER ON & POWER OFF
Power-On Demo Mode: Sound, Barks & Body Swaying.

2) STANDBY
When the dog is on and there is no sound or action, the standby voice prompt will be played if there is no operation for 20 seconds. A total of 3 voice prompts, each in order to play one. Timing about 120 seconds still no operation, then play off voice into the sleep state.

1. Play puppy spoiled sound effects!
2. Play the dog barking and advance for 1 second.
(turn left circle, turn right circle for 2 seconds)

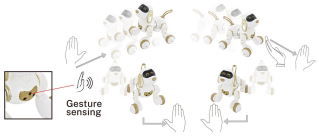


19) MUSIC
The music feature includes 3 tracks (with obstacle avoidance). Upon receiving the 'music' signal, the robot plays one track at a time.

20) MUSICAL INSTRUMENTS
After receiving the 'Musical Instruments' signal, the corresponding instrument sound effects are played. 5 sound effects are available and will play in a loop.

21) EMOJI SWITCH
After receiving the 'Emoji Switch' signal, the LED emoji will display. 30 emojis are available and you can select one to display.

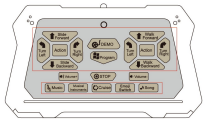
22) SONG
After receiving the 'song' signal, the song will play. 15 songs are available and will play in a loop.





17) PROGRAMMING
After receiving the 'program' signal, the robot dog enters programming mode to set up to 50 actions. After programming, it plays back the actions sequentially upon receiving the 'program' signal again.



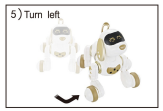
18) DEMO
The demonstration function includes 3 dances (with obstacle avoidance) and 5 demo actions performed one at a time. After receiving the 'DEMO' signal, the robot performs the actions.

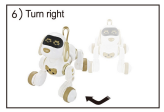



3)WALK FORWARD
After receiving the 'walk forward' signal, the robot dog moves forward. The action will continue as long as the 'walk forward' signal is received.


4)WALK BACK
After receiving the 'walk back' signal, the robot dog moves backwards. The action will continue as long as the 'walk back' signal is received.



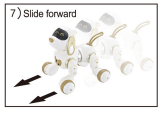

5)TURN LEFT
After receiving the 'left turn' signal, the robot dog turns left by walk.




6)TURN RIGHT
After receiving the 'right turn' signal, the robot dog turns right by walk.






7)SLIDE FORWARD
After receiving the 'slide forward' signal, the robot dog moves forward. The action will continue as long as the 'slide forward' signal is received.


8)SLIDE BACK
After receiving the 'slide back' signal, the robot dog moves backwards. The action will continue as long as the 'slide back' signal is received.


9)SLIDE LEFT
After receiving the 'slide left' signal, the robot dog turns left by slide.


10)SLIDE RIGHT
After receiving the 'slide right' signal, the robot dog turns right by slide.



11) ACTION
After receiving the 'action 1' signal, the robot dog will perform a series of actions. There are 8 sets of actions, and one set is played in each loop.

12) ACTION
After receiving the 'action 2' signal, the robot dog will perform 4 sets of twist actions, playing one set in each loop.

13) VOLUME + (a total of 5 levels) defaults to level 3
After receiving the 'volume +' signal, the volume will increase with a sound prompt. Once the maximum volume is reached, pressing it again will produce no prompt.

14) VOLUME - the default level is level 3
When the 'volume -' signal is received, the volume decreases accompanied by a sound prompt. At the minimum volume, pressing it again will produce no prompt.

15) STOP
Upon receiving the 'stop' signal, stop the current function in any case and enter the standby state.

16) CRUISE
Upon receiving the 'cruise' signal, the robot dog starts moving forward or sliding. If an obstacle is detected, the infrared sensor enables it to avoid the obstacle and proceed.